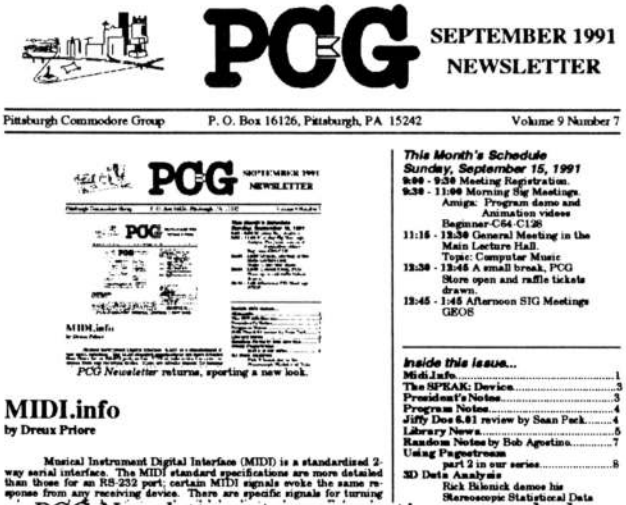
PCG

SEPTEMBER 1991
NEWSLETTER

Pittsburgh Commodore Group P. O. Box 16126, Pittsburgh, PA 15242 Volume 9 Number 7



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PCG Newsletter returns, sporting a new look.

MIDI.info
by Dreux Priore

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9:00 - 9:30 Meeting Registration.
9:30 - 11:00 Morning Sig Meetings.
Amiga: Program demo and Animation videos
Beginner-C64-C128
11:15 - 12:30 General Meeting in the Main Lecture Hall.
Topic: Computer Music
12:30 - 12:45 A small break, PCG Store open and raffle tickets drawn.
12:45 - 1:45 Afternoon SIG Meetings GEOS

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3D Data Analysis
Rick Bilonick demos his
Stereoscopic Statistical Data

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Musical Instrument Digital Interface (MIDI) is a standardized 2-way serial interface. The MIDI standard specifications are more detailed than those for an RS-232 port; certain MIDI signals evoke the same response from any receiving device. There are specific signals for turning notes on and off, changing sounds, pitch bending, and so on. Future devices may incorporate the General MIDI standard, which goes as far as to call for certain sounds to have the same program number in all machines. With General MIDI, a sequence made with any equipment would sound as intended when played on any other equipment. For functions that vary depending on the type of device, MIDI allows for System Exclusive messages - special codes specific to a certain brand and model of synthesizer. These messages are used for transmitting information that varies widely such as sound parameters.

The potential to control a synthesizer with a computer has always existed, but the MIDI standard was the real catalyst for this development. Of course, there were many problems that prevented a standard interface before the 1980's. Although it may seem like a simple thing to the casual user, much difficulty was encountered in making a polyphonic keyboard. When keys are pressed, the synthesizer must instantly recognize which keys they are and allocate the available oscillators to each key. Inexpensive solutions only came about with more recent digital integrated circuits and microprocessors. Technical limitations haunt even modern keyboards. Although many keyboards have velocity sensitivity, few have polyphonic velocity sensitivity. If you hit two or more keys at the same time with different forces, they will each have the same volume.

Computers also had severe limitations; neither the memory nor the speed existed to make them useful for music. Timing resolution is an important factor in recording music and it is related to both processor speed and memory. The faster the CPU runs, the more "Pulses Per Quarter note." In other words, the window of time for the computer to resolve

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PCG Calendar

Board members, please note: All Board Meetings are Mandatory

Friday, October 4, 1991: Newsletter articles due on PCG BBS (412) 434-5483

Sunday, October 13, 1991: Newsletter folding and Board Meeting

Sunday, October 20, 1991: Membership Meeting at Duquesne University

PCG DIRECTORY

Pittsburgh Commodore Group (PCG) PO BOX 16126 Pittsburgh, PA. 15242

BOARD MEMBERS

President	Neal Kushner	828-3505
V.P. & Librarian	Marilyn Richards	531-0531
V.P. for Programs	Gary VanGelder	-
Director of Public Relations	Ed Berger	828-4178
Treasurer	Mark Snowden	487-4725
Secretary	John Mulcahy	921-3947
Board	Ken Slone	276-4645
Members	Rick Bilonick	-
at Large	Sean Peck	-
Past President	Reg Ney	655-3261

MEETINGS Meetings are held the 3rd Sunday of every month, except July & August, at Duquesne University's Mellon Science Hall. Visitors are welcome.
9:30 - 9:45am Doors open at Mellon Hall. Registration, Doughnuts & Coffee, Vendor's Tables & Flea Market open.
9:45 - 11:00am Special Interest Groups AM Sessions.
11:00am - 12 Noon Business meeting and/or Scheduled Speakers in Falk Hall on the first floor. If no meeting or speaker is scheduled, SIG's continue.
12 Noon - 1:00pm PCG Store opens, Vendor's Tables & Flea Market re-open.
1:00 - 3:00pm Special Interest Groups PM Sessions.

LIBRARY The Librarians, Neal Kushner and Marilyn Richards, copy **PUBLIC DOMAIN** and **SHAREWARE** disks for PCG Members. There is a small fee for the disk and service. The Librarians also accept donations of software for all Commodore computers, and attempt to help members locate programs in our extensive library.

PCG BBS The PCG BBS can be reached at 2400/1200/300 bps, 8 bits, no parity, 1 stop bit. Call 434-5483 24 hours a day. Sysop: John Mulcahy.

DISCUSSION GROUPS For those who are new members or are not familiar with the workings of the PCG, we hold discussion groups as a part of the meeting, before and after the regular business meeting. Discussion groups are the informal gatherings that the PCG tries to hold each month so that various users can get together and share their ideas or questions about the many aspects of Commodore computing.

Discussion topics may range from how to set up that new C128 to compose music using machine language or the ins and outs of using your modem with Compuserve or QLink. We hope to establish several varied discussion groups at each meeting and then report back the results or findings in the newsletter the next month. Everyone is welcome to come, ask questions, sit back and listen, offer advice and have a good time.

I would like to know your thoughts concerning discussion groups. If you have a particular subject or idea you'd like to see, this is your chance to speak up. We plan to continue with the C128, Amiga, GEOS, and educational groups on a monthly basis again this year. I would like to expand the groups so that we can introduce graphics, music, telecommunications, etc. to both the new and current members. Please volunteer your service if you can. You don't have to be an expert to lead a group, just have an interest and be willing to share some time with your fellow users.

Amiga - Rick Bilonick
MS-DOS - J. Hankowsky (279-1606)
Geos - John Blasdell (773-4206)
C-64/C-128 - Jack Kerchner

MEMBERSHIP APPLICATION

Membership Dues are $20 for one year. Bring this application & a check to the next meeting, or mail to:

Pittsburgh Commodore Group
PO BOX 16126 Pittsburgh, PA 15242

DATE____________ NEW____ RENEWAL______
NAME____________________________
ADDRESS__________________________
CITY____________________________
STATE____________ ________ ZIP________
PHONE (HOME)__________(WORK)__________
COMPANY__________________________
OCCUPATION________________________
EQUIPMENT_________________________
____
SIGNATURE_________________________

THE CLUB NOW EXCEEDS 250 FAMILIES, and we mail to over 50 other User Groups around the world. The total computerist readers of this newsletter is in the thousands.

NEWSLETTER The Newsletter is published monthly. Its $1.50 cost is included in the $20.00 annual PCG Membership Fee. Members are encouraged to submit articles of all types. *Please proofread carefully.* Upload your article to the **PCG BBS.** All submissions received by the last Sunday of the month will be considered for inclusion in next month's issue. You may also mail your articles on paper or on disk to the PCG at the above address. Preferred formats are ASCII, Wordperfect 4.x, SpeedScript, or EasyScript, although other formats may be accepted.
Editor: Eric Kennedy **Phone:** 741-3562

This issue of the **PCG Newsletter** was created using the following:
HARDWARE
Amiga 1000, LaserWriter, Migraph Hand Scanner, and assorted other goodies
SOFTWARE
Professional Page, WordPerfect , Uedit, Touchup, ExpressPaint

PCG STORE
The PCG Store features monthly specials on disks, books, magazines, and assorted useful items. See the descriptions in this Newsletter. Back orders, and Mail orders are possible by arrangement with the Manager or Librarian.

ADVERTISING

Full Page	$60
Half Page	$40
Quarter Page	$25

Classified Ads **FREE** to Members

All requests for ads ***MUST*** be accompanied by **camera-ready art** or a pre-approved electronic format (such as a Professional Page file or IFF graphic) and payment in full, and must be received by the first day of the month in which they are to appear. Please mail your requests to the address shown at the top of this page.

THANK YOU
To our Supporting Sponsor, Duquesne University

No copying programs of any type may be run at the meetings.
Anyone found using any copying program at the meeting will be evicted. First offense - 3 month suspension. Second offense - permanent suspension and forfeiture of all dues.
Visitors may not bring computers or disks.
Everyone must register at the sign in desk.
Rooms will not be available until 9:30 AM.

The SPEAK: Device

by Eric Kennedy

As usual, I had all of these noble intentions of working throughout the summer on the Newsletter, creating a new format, writing a whiz-bang editorial, and generally making you think you were reading a new-and-improved AmigaWorld or Info. Instead, at the last minute I'm frantically putting in the most significant changes that I had planned, after a summer of...of...where *did* that summer go, anyway? And to make matters worse, I found out that I had to leave town the very day that I had announced was to be the article submission deadline. It's just as well. Incremental changes work better than complete overhauls anyway, at least in my experience. I hope you like the new front page. Thanks to Dave James for the original design of the masthead, and for some help in refining it. Less noticeable is the change in the article format. The text of the newsletter should be a little more readable, since it is now about 1/2 point larger and set in the New Century Schoolbook typeface, rather than Times Roman, which I felt was a little too cramped horizontally. I also made a few other changes designed to ease the layout process and reduce the number of all-nighters required to put out a Newsletter.

Thanks to all our contributors who came through and got their articles to me early this month! I'll try not to move the deadline up like that again...heh, heh. ❑

Treasurer's Report

by Mark Snowden

The June meeting was very successful. Seventeen people renewed their membership in the PCG, and we gained one new member - Welcome! to Jerrel T. Gilliam. The PCG store continued to do well. Marilyn's disk-of-the-month was a hit, and Amiga owners stocked up on blank floppy disks.

For the new year, our challenges will be:

1. to continue to publish the newsletter with as many articles and pictures as the most recent issues.

2. To continue to attract new members by distributing a smaller version of the newsletter to computer and book stores.

3. To maintain the quality features of the BBS, and build our user-base.

4. To accomplish all of the above without going broke.

Our finances are healthy, but as with any organization we have to keep a close eye on the bank balance. A large newsletter costs more to publish and distribute, and that is our major expense each month. The consensus seems to be "keep the great newsletter," and I must agree that it is a fine piece of work. We must depend on membership dues to continue publishing - please renew! ❑

President's Notes

by Neal Kushner

Well, it has finally happened. Way back when I was in high school, almost 20 years ago, and was in history class I thought it was strange that a population as large as the U.S.S.R could be governed the way it was. I believed that there would be a revolution and a new form of government more representative of the people would be established. Well, it finally happened.

Well, something else has finally happened. Way back when I bought my AMIGA a few years ago, and I learned all about multi-tasking and Workbench, I thought it was strange that a population as large as PC USERS could be shackled the way they were with MS DOS. I believed that there were at least a few people that would revolt and write a good graphical interface for the PC USERS. Well they have, and it is called Windows.

Blasphemy, you say, how can an Amigaoid call anything else a good user interface? If you try Windows you will like Windows, and you won't need any training--it is very, and I mean very, much like Workbench. It even comes with a neat little word processor called, are you ready for this, Notepad. It has a clock, a calculator, and a whole bunch of nifty gadgets to play with. To call up an application you double click on an icon and to close it you click on a box in the upper left hand corner.

Well, what is the point of this article? First, the masses may be, as John Adams said, "Ignorant," but as NRK said "They aren't going to stay that way for long." The Amiga when it first came out had one of the best graphical interfaces around, and a machine to back it up. Now even with 2.0 almost available for the masses, it is the machine and not the interface that makes the difference. The are a lot of countries that are "democratic," but I happen to like the USA because I know it's the best one around. It's got the stuff that good countries are made of. I also like the Amiga because it's got the chips that good computers are made of.

I hade a nice summer vacation and hope you did too. Check in on the BBS if you haven't done so in a while. Don't forget to be at Duquesne University the third Sunday of the month. There is a group of computer enthusiasts that meet there and discuss the best personal computers in the world, "Commodore 64, 128, Amiga".

I am not sure, but every so often, I think I see one of them waving a flag. The third sunday; It's good to be home. ❑

For Sale

I have a DigiFeX VI-2000 for sale. It plugs into the video slot of an Amiga 2000 or 2500 and provides color composite output for either a composite monitor or VCR. I'm asking $35. If interested, leave a message for Rick Bilonick on the PCG BBS or see me at the PCG meeting, or call me at 412/831-4509 Monday through Friday from 8:30am to 5:00pm.

Program Notes

by Gary VanGelder

First, I would like to thank the membership of the PCG for entrusting the responsibility of the main meetings to me in last years BOD election. I hope that I will be able to put together meetings that all will enjoy and benefit from. I would also like to thank the previous members who have done an excellent job in this position and all of the members who gave presentations last year. Personally, I was enlightened by all of them.

With the reality that our membership level, at least the level of those who attend meetings, is below the minimum required by most commercial enterprises to send a representative, we will have to continue providing the majority of speakers and demonstrations from within our users group. I would hope that there are some members who we didn't hear from last year that will step forward and do a presentation. I'm sure that there are many who think that they don't know enough or have a bit of stage fright. Anyone who has been around their computer for even a short time is bound to learn something worthwhile that they could pass along. It can be tough to get up in front of an audience, but the only way to get over that is to do it.

This month our main meeting will focus on the topic of Computer Music and the presentation will be by Dreux Priore. He will be demonstrating some composing software and MIDI interfacing on the Amiga. As an historical perspective to show how far this area has developed in the last ten years or so, he will also be demonstrating some applications on a VIC-20. This is an area of computing that I have very limited experience with and am looking forward to Dreux's presentation.

Last year we spent a good portion of one meeting deciding what topics the membership would like upcoming meetings devoted to. There were still several that had not been covered, so I scheduled them into the first half of this years meetings. In October, we will focus on Spreadsheets. December will be devoted to Art, and January to Databases. If you feel that you would be able to make a presentation on any of those topics, I would appreciate knowing so as soon as possible. During October's meeting, I will be asking for suggestions to fill out the rest of this year's schedule. This will give you plenty of time to think of what topics should be covered.

November is traditionally the big meeting of the year where local vendors are invited to set up a display of their product line. We are hoping to have a representative from CBM demonstrate the new CDTV system as the content for the main meeting.

All the meetings for the upcoming year are set for the third sunday of the month except for April. Because Easter falls on the third sunday of this month, it looks like the meeting will be scheduled for the fourth sunday that month.

As the new program director, I feel there is a need to better coordinate with the SIG's. It's difficult to get a feel for the exact wants and needs of the SIG's during the main meeting. Towards this goal, I would like to set up an informal committee of a representative from each SIG. If the SIG leaders are interested in performing such a function, then let me know at Septembers meeting. Otherwise I will be looking for a SIG member with a good general computing background. I am planning on putting together a PCG diskfor the 64/128 that will coordinate with each month's topics. I would like for someone (or several individuals taking turns) to do the same for the Amiga side and, when possible, GEOS.

If you feel that you can make a presentation, have any suggestions or questions, put together some PD disks, etc... - then please get in touch with me on the PCG's BBS, see me at the meetings or call me at home (655-4304). With your help, I'm sure we will have another fine year. ❑

JiffyDos 6.01

by Sean Peck

There has been a lot of hoopla over this product by Creative Micro Design in the last year or so, and since I purchased mine earlier this summer, I can see why.

The JiffyDos base package consists of 2 ROM chips for the 64 version, (1 for your computer and 1 for your drive); and 3 chips for the 128 version, (1 for the computer in 64 mode, 1 for 128 mode, and 1 drive chip). The 64 version sells for 59.95 and the 128 version sells for 69.95. If you have more than 1 drive you must purchase a drive ROM for each additional drive, if you want to be able to use the faster loading from those drives. They sell for $39.95 each. The package will also include instructions on how to install JiffyDos into your computer and disk drives, and a 50 page users manual.

The installation instructions are EXCELLENT! I had no problems whatsoever following them. You need no special tools to install JiffyDos, just a screwdriver, (possibly a torx screwdriver for 128's) and a flathead screwdriver to pry the ROM chips out of their sockets so you can put the JiffyDos in. However because of the small amount of room in the drives, it did make for some very strange and awkward angles trying to pry the chips out. Purchasing an IC remover would not be a bad investment, but I did accomplish the feat with a flathead screwdriver.

JiffyDos will not only allow faster drive speeds, but to insure compatability with copy protected software it includes a toggle switch to switch JiffyDos on and off. And the Drive ROM replacement chips include the latest versions of Commodore ROMs on them as well! So if you have some of the earlier 71's with relative file programs etc, Jiffydos will end these problems as well. JiffyDos requires no extra cables, and is not a cartrige, so you can still use your REU or favorite cartrige without any problems.

JiffyDos also puts the Dos Wedge into your computer, you can accomplish disk commands without the need to know the open commands. From a new line you can simply type @$ for a directory. There is no need to save what you are working on, so you can load a directory into memory. @$ is nondestructive, as well as adding more commands. One command I find the most useful, is one I wish Commodore would have put into its OS. It is called TLOAD; the format is @tload"filename. This command is

Continued on Page 7...

Program In Focus

by Sean Peck

Well, it is that time of the year again, and we are all going to return once again to Duquesne to enjoy our users group meetings. For me it has been a rather good summer, I hope it has been for you all as well.

As you may have read elsewhere in this issue the BBS has had a few upgrades over the summer as well, one of which was the adding of an online game call GLOBAL WAR. Global War is basically the board game Risk put on a bbs. Well, this month I will be reviewing a program which is made specifically for playing Global War. It is called GWterm 128. It is a terminal program for the Commodore 128 in 80 column mode. This term improves playing time when playing Global War by keeping valuable information in your computers memory, so it need not be repeatedly transmitted over phone lines, speeding up play many times. This is especially useful for slower baud rates--the slower the baud rate the better the improvement--but even at the higher ones like 2400 it is a vast improvement.

GWterm is a rather bare bones terminal. It will not compete with Desterm or Dialogue or Proterm, but it does feature: 80 column Monochrome Ansi, 300-2400 baud support, Dos Shell, and a chat mode. However, GWterm is lacking a few things. The current version (.50) has no file-transfer protocols, no buffer, has only a simple input dialing feature, only supports the hayes series of modems, and uses a black and white screen with no way for the user to modify this. However, by the time this article is published, the author of this program, (some bum that goes by the name of Sean Peck) assures me that version .55 will be out, and will include user setable screen options, Xmodem Downloading, user definable cursor options, should have a buffer, and will also have a nicer look as well.

Granted this terminal will not replace DESTERM or DIALOGUE, but it does make playing Global War much nicer, and does everything it claims. If you do not play Global War this term really will not offer you anything more than any other terminal, but if you do play global war, this is the term program you want.

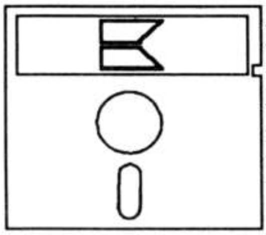
I give GWterm 128 version .50 a rating of 2 out of 5 overall. The low rating is mainly due to the lack of protocals, buffer and user definability, but if you are a serious Global War player this is for you.

Coming Next Month: Review of UNIX 128

Author's note Version .55 should be on our bulletin board by the time you read this. I already have the the user definable screen options and Xmodem Downloads installed. Hopefully it will have a buffer installed and a better dialer. If you do Download and use GWterm please leave me email telling me what you think of it and what you think will make it better. ❑

Library News

by Marilyn Richards



Welcome back to the PCG after an enjoyable summer break. We look forward to another great year. I have spoken to several potential members over the summer. Hopefully, we will see them at the meeting Sunday. Welcome to the new members.

Lackawanna County Computer Users Club (LCCUC) from Taylor, PA will be included in our disk exchange that has been established with Commodore Long Island Club (CLIC) from Amityville, NY; Harrisburg Area Computer Group (HACG) from Harrisburg, PA; and the combined St. Hilda's & St. Hugh's Kids Computer News and NYCig from New York, NY. Tom Trocco from St. Hilda's has sent us seven of the missing 128 DOM. Thank you,Tom. We only need DOM #59 featuring CPM to complete the archives.

Individuals who make donations of public domain disks not already in the 64/128 library will be given an even exchange of the public domain disk of your choice. Contributions by members are gratefully appreciated. This is one way you can help the PCG be an even better users group.

We were sent several of the Print Shop graphic disks that were converted to the GEOS format (GEO Paint) by the H.A.C.G. They offer the disks for $1.00 apiece. If GEOS users are interested in obtaining the graphics in GEOS format, please let me know. At this time, I do not know which graphic disks are available. The PCG has 59 PrintShop and PrintMaster disks as well as several conversion utilities in the library. A print-out of the PCG graphic disks is available at the library table in the lobby.

The library table will be open before the SIG meeting in the morning and at the break time scheduled around the general meeting time. It is my plan to attend the SIG meetings regularly this year.

There are three featured disks for September. If I have the time, I will review another one before the meeting. Enjoy the selections.

DOM #89

This game disk was available at the June meeting but only one of the games was featured in the June newsletter. LASERBOY was featured in Sean Peck's article PROGRAM IN FOCUS. Most of these games are on the PCG BBS.

SIDE ONE

Laserboy
Basketball
Hussein
Poker 5
Weirdwar.64
Dominoes
Dominoes.Doc
Dominoes.SDA

SIDE TWO

Planes
Chicago
King Tut
Baghdad

DOM #90

This disk from the Lackawanna County Computer Users Club features a combination of C64 and C128 programs on each side. Load side one from the directory. Load side two by loading "auto*",8 and choose from the menu. I was unable to get some of the programs on side two to work. Those listed worked.

SIDE ONE

Budget V.2
Smooth Criminal
The Zone
Directory Magic
States & Capitals
Stereo Sid Player

SIDE TWO

Archer
Clubhouse Turn
Puzzle Making
Space
Wheel of Fortune
Chainmail
Empire
Racecar V.3
Trivia
Yahtzee V3.2

BUDGET V.2 and BUDGET V.2 Docs are for the 128 in 80 columns. Briefly, the program is set up to allow for posting for both budget and auto deposit. Balance reports, spreadsheets, monthly graphic expense and income reports, and weekly graphic expense and income reports can be printed to the screen or the printer. Maintenance utilities to change dates, load data from the disk, save data, edit, and monitor zero accounts are also included. There is room for forty accounts, twenty-six of which are already listed. These are the more common accounts that most would use. The program is menu driven and seems easy to use. Be sure to read the Docs.

DIRECTORY MAGIC is a 40-column utility program for the C64. The disk directory is listed on the right side of the screen. As each file on the disk is highlighted, the block, track and sector for that file are identified. The utilities are listed on the left of the screen and are activated for the highlighted file by pressing the first letter of that utility. Some of the features of this utility are Lock and Unlock files, Delete and Unscratch, Change, Read programs, Inspect sequential files, Move all deletes down, Shift Moves deletes up, and Alphabetize. Files are locked with < and unclosed with *. Immediate disk action occurs with Control S(cratch) and Control F(inish). The program automatically validates after Control F(inish) if you used Delete (delayed) or Unscratch but not Scratch (immediate).

SMOOTH CRIMINAL for the C64 is a demo version of nice graphics to the music of Michael Jackson's Moonwalker.

STATES AND CAPITALS by Jim Cooper for the C64, is a nice learning aid for everyone. The F-keys are used to make selections for a Review of the States and Capitals, to Study them or Play a game about the States and Capitals. The program is simple to use and well worth it if you or the kids need a review.

THE GALACTIC ZONE is a shoot 'em up game for the C64. Load Zoneboot. There are several different opening screens on this game.

STEREOPLAYER KEYBOARD V8.3 is by David M. Chesarich from the Scranton Commodore Users Group. Load Sidboot. This program accomodates the extra sid chip, but will play even if you don't have the extra sid chip. The program is capable of speedload or normal load. Songs featured include Broken Wings, Azel F, Clarinet Polka, It's a Sin, Concerto #5, Missing You, Pastorale, There's the Girl, Touch of Grey, and Who's That Girl.

ARCHER is a 40-column, simple two-level game for the C128 by C. Blakemore. There does not seem to be any way out of level two.

CHAINMAIL is another game by Blakemore for the C128. It is a two-player game that creates a dungeon arena for some kind of fighting. I could not figure this one out, but I'm not very good at games.

CLUBHOUSE TURN by Darrell Shannon is a horseracing game for up to four players. Each player starts out with an account and wages bets to Win, Place and Show. Can save to disk to keep track of winnings.

EMPIRE is a trading adventure by Blakemore. Your goal is to acquire part of the empire by buying, selling and trading with the monarchs, zombie monsters, merlin, warlords, akuza, orc king and dwarve (sic) ruler.

PUZZLE MAKING is the instructions to make new puzzles for the Wheel of Fortune Game. Can store up to 143 puzzles on a blank disk.

RACECAR V.3 is a simple-looking race game, but see if you can get beyond the first three curves. Use the joystick in port two. The fire button is the brake.

SPACE is a nice little outer space shoot 'em up game. Use joystick in port two.

TRIVIA is a program to set up a data file to build/create or update trivia questions and answers. Suggest moving to a blank disk, then create the data files.

WHEEL OF FORTUNE by Lee Semel is a modifiable version of the game. Use PUZZLE MAKING to add to the program.

YAHTZEE V3.2 for the C128 in 80 columns is the dice rolling game.

DOM #91

This disk is from the Commodore Long Island Club. Side one features programs for the C64 and side two has the C128 programs.

SIDE ONE

Stereo Sid Player V7.0
Stationary (sic) Store
Rockfall

SIDE TWO

1581 Jacket V1.1
1581 UT-128 R1.4
CSlide Show 128
Disk Logger 128
1581 Diskjacket
The Bible
Note Jotter.80
GDS 128

STEREO SID PLAYER V7.0 by Mark Dickenson features Benny Hill, JohnnyB. Goode, When Will I Be Loved?, Outer limits, The Wanderer, Image of Girl, The Stranger, and Goodnight Saigon. Some of the selections include graphics, words and music.

STATIONARY (sic) STORE II (STA STORE 2) by the Utility Co. BBS (515-682-7478) is a compilation of utilities by various authors. These utilities work on CBM compatible printers (1525) and Star SL-10c compatible printers. From a menu, choose any of the following utilities: line up, graph paper, month calendar, grocery/menu list, envelope maker, year calendar, form maker, print label, signs and banners, music sheets, receipt maker, memo maker, phone memos, var graph/ paper and SLC form maker.

ROCKFALL 1987 is a game for the C64. This kept locking up during the load just after I answered first a yes and then a no to whether or not I wanted music. Might still be some trick to get it to work.

1581 Jacket V1.1 and 1581 DISKJACKET are jacket printers for a 3 1/2 inch disk sleeve. Works in 40 column on the C128.

1581 UT-128 R1.4 is a 1581 utility for the C128 by Joe Gilberto. Most of the functions work on the 1571 and 1541 drives too (except the subdirectories function). Set the computer and monitor for 80 columns. Features include list directory, change directory, type a sequential file, write a seq. file (create), rename a file, scratch a file, disk drive commands, menu for file copy, format a disk or make a directory, unit number change or restart program, print menu and quit. **F5** clears the screen and HELP key describes all of the above. A strange thing happened while reviewing this program. It seems that when there is inactivity on the keyboard for two minutes, the screen blackens for fifteen seconds then a spaceship appears and starts to fire on a figure of a disk in a drive, eventually causing it to blow up after thirty seconds of blasting. This sequence repeats as long as the keyboard is inactive. Nice touch.

THE BIBLE by Harold Lampkin (1987) is a series of sixteen inspirational verses. Program features nice opening screens.

CSLIDE SHOW 128 by D.A. Hook (1987) views normal and compressed Doodle and Koala painter pictures on the C128 in 80 columns.

NOTE JOTTER.80 is a simple WP by W. Brier (1985) for printing short notes and memos. Type the message and when done, hit return and the note prints out. The message can be sent to disk. If not sent to disk, the program quits as soon as the message is printed out.

DISK LOGGER.128 is the Virtual Directory (reader) by Robert E. Mason. The directory can be sent to either the screen or the printer.

GDS 128/80 GIF VIEWER is a graphic interchange format by Eric Rafanam (1990). The 64K Video Chip is needed to view the GIF. The three GIFs included are TUT, AMIGA and STARTREK. ❑

...Continued from page 4

basically the DOS Type command, so it displays the file. You can read the docs to that program you downloaded without needing to load up a seq file reader! There are many more commands as well.

JiffyDos does have a few limitations you should know before running out to purchase it, because if you have 2 drives like me it is about $100 worth of investment. JiffyDos does not improve 128 mode disk activity very much, since the 128 already has much faster drive speeds than the 64, but the 64 speed improvements basicallymake its disk speeds slightly faster than a 71/128 combination, which is a vast improvement over 41 speed. Also, if you are a GEOS user, and are hoping JiffyDos will improve your drive access time while in GEOS, sorry guys, doesn't work that way. JiffyDos replaces the Kernel ROM routines, and since GEOS has it's own fastloading routines and does not use the kernel routines to load, they will not be improved at all. This problem could be overcome with a software hack to GEOS, but I guess we get to thank Berkley once again for releasing a copy protected OS.

This product is excellent, it does EVERYTHING it claims, and is well worth the investment if you cannot stand waiting for things to load, or do extensive disk accessing.

You can order JiffyDos from:
Creative Micro Design
15 Benton Dr
PO Box 646
East Longmeadow, MA 01028

Order Line:
1-800-638-3263 ❑

Random Notes

by Bob Agostino

THE WRITE STUFF

PCG continues to be the authorized users group in this area for legal sales and distribution of THE WRITE STUFF word processor for the C64 and C128. Orders this season will be taken on a pre-paid basis with about 4 weeks delivery time. Prices stay the same: $22 for the version 2 program disk, the spelling dictionary disk, version 1 program disk with help files (C64), a word game disk in TWS format, keyboard overlay, full documentation manual and the SAM speech synthesizer software! Place your prepaid orders at the PCG STORE, or mail your order to PCG, P.O. Box 16126, Pittsburgh, Pa. 15242. $22 pre-paid. For delivery by mail, add $2 s/h and include your mailing address.

C64 NOTES:

I read that: C64 users can use the VCR to record 1. the menu screens of BBS systems they use. Off line the tape can be reviewed for more efficient navigation through the BBS, 2. to record high score screens for that time you set your personal high score and there are no witnesses around! 3. to record the screens that your new programming effort produces as an aid to debugging.

The VCR and C64 are apparently connected by linking the RF output from the C64 to the VHF input on your VCR. The article did not specify that you used the RF modulator to do this, but that seems like something one of our readers will try and report back to PCG about. The last hint suggested setting the output switch on the back of the C64 to channel 4 and the VCR channel switch also to channel 4.

HAND SCANNERS for the C64

Our C64 colleagues in the Hawaii Users Group were commenting on the HandyScanner 64 hand held optical scanner for the C64 and C128 in 64 mode. At $299 list I have not heard PCG people talking about this new DTP tool. A German import, HandyScanner 64 uses the following commands: clip, sponge (sprite manipulator), directory, merge (sections and strips), text pickup, zoom, reduce and preview.

The value of an optical scanner lies in its ability to move something already in print either as text or graphics into your computer, manipulate it, and print it out again on your printers as part of your paper, report or project. The Hawaii people, following a Quantum Link review of the HandyScanner 64, commented on the quality of the printouts done by a C128 and both 9 and 24 pin Epson printers.

If there are any C64 and C128 DTP enthusiasts out there, please write a followup to this. It looks like an important area for the 8 bit community. ❑

Using PageStream

The basics of font usage - part 2

by Bill Raecke

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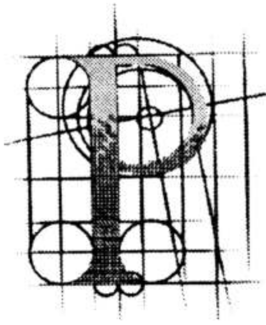


This month continues our discussion of handling text in PageStream. But before we go too much further, let's get a few more of the basics out of the way. First on the agenda is "point sizes". This topic is slightly confusing because the term is used in two different ways. A standard Amiga font is commonly referred to in terms of its "point size". What the term applies to in this case is the number of vertical screen pixels that the font occupies. A standard Amiga font, as displayed on the Workbench, is 8 points. This means that there are eight scan lines used to display the font. If a display font such as this were printed it might be almost any size on paper depending on the settings in Preferences.

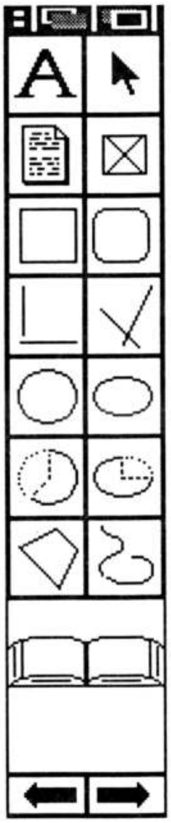
In PageStream the fonts are all outline fonts. They have no inherent point size whatsoever but are infinitely sizeable. Moreover, the size of the font as displayed on the screen is totally unimportant. In PageStream, as in other desktop publishing packages, the important thing is how big the font is when printed. In PageStream, when we specify a 10 point font, we want that font to be exactly 10 points on the paper. So what is a point? A point is 1/72 of an inch. To give you some idea what that means, if you have a nine-pin printer, your pins are spaced 1/72nd of an inch apart. A 10 point font will be 10/72 inches tall. There are a couple of more things you need to know though. Even though a 10 point font will occupy 10/72 inches, none of the individual letters will be that tall. A font is measured from the bottom the lowest letter (perhaps a "p" or a "g") to the top of the tallest letter (maybe a "t" or "h"). Sometimes there is spacing included in the font as well to separate one line from the next. In other words, your results may vary. The other thing to keep in mind is that point sizes apply to only the vertical dimension of the font. The horizontal size of a character will vary -- first as a result of varying character widths (a "w" occupies more horizontal space than does an "i") and more importantly as a function of the font itself (some fonts are more spread-out than others).

Another important concept to understand is "leading". Leading is a term left over from the good-old-days when typesetting was done by hand. A strip of lead was used between rows of letters to space them apart. Leading then, simply refers to the space between two lines of text. The amount of leading, like font size, is referred to in terms of points -- and PageStream supports two ways of dealing with it. "Auto-leading" is used to specify the number of points from the bottom of one line of text to the top of the next line. "Fixed-leading" specifies a set number of points from the baseline of one line of text to the baseline of the next line. In other words, if we put our trusty 10 point font down on the screen and specify 2 point auto-leading, the results will be the same as if we specify 12 point fixed- leading. In both cases there will betwo points between lines. The difference between the two methods will be apparent, however, if we put a larger font on one of our rows of text. In the case of auto-leading, there will still be the specified number of points between rows (2 points in our example). In the case of fixed leading, however, the number of points allowed for each line will not change, regardless of how the size of the text on that line varies. So if we were to add a small section of a larger font, the line spacing on the page would not vary at all -- the lines of text could even overlap.

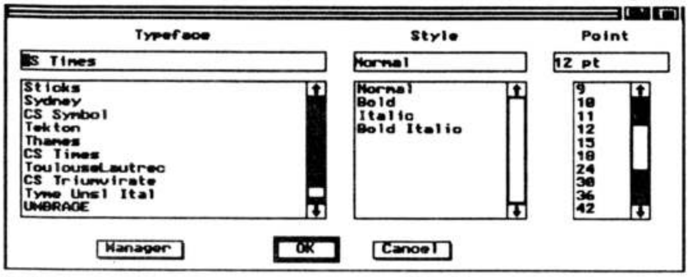
As a general guide, body text (such as that which you are reading) should normally be from 9 points to 12 points. *[This text is set in 10 point New Century Schoolbook. --ed.]* Leading should normally be 20% of the point size of the font for legibility.

Selecting Text Attributes

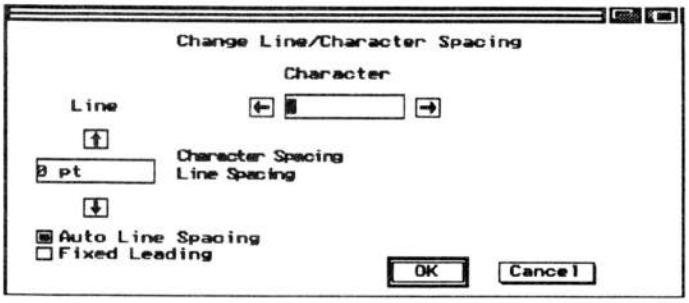
But enough of gross generalities for a while. This is supposed to be a guide for using PageStream. We need to know how to make our choices known. Time now for some PageStream-specific generalities (that's right -- specific generalities). In general, you can tell PageStream that you want to do something to text in one of three ways. The first way is to select the "Text Tool" from the toolbox on the right-hand side of the screen. The "Text Tool" is the one with the letter "A". Just click on it with the left mouse button to select it. Then move the pointer to where you want to enter text and click again. Then select your font, point size and leading (and whatever other options you wish to select) and begin typing. The text you type will use the selected options. To change options anywhere in the document, simply select the desired attribute and continue typing. The new text will use the new attribute just selected. The second way to modify text attributes is used when we want to change text that has already been entered -- but we just want to change some of our text. This is again accomplished with the "Text Tool". This time, highlight the text you wish to change by clicking on the spot where you want the changes to begin and, HOLDING THE LEFT MOUSE BUTTON, move the pointer to where you want the changes to end. This will highlight a section of text. Then simply select the desired attribute from the menu and the highlighted text will be changed. The third way to modify text attributes is used when we want the changes to apply to all the text within a block of text. In this case, select the "Object Tool" from the toolbox (it's the arrow), click on the block of text to be modified, then select the desired attribute. The system will ask you if you want to change just the selected block(s) or the entire document. Answer appropriately and it will be changed.



End of specific generalities. Maybe it's about time to get that text on the page. Select the "Text Tool". Click on a spot in the document where you want to begin typing. Now select "Fonts/Points" from the "Style" menu. This will bring up the font requester. On the left side is a list of the fonts that you have identified to the Font Manager with a proportional gadget for scrolling throughthe list. Click on the desired font. In the center of the window will appear a list of the styles available for this font. Some fonts will indicate only "Normal" or "Standard" -- others will indicate that there are various other styles available such as "Bold" or "Italic". Click on the desired style. On the far right of the requester is the point size selector. By scrolling through the list of available point sizes, you will find that there are many sizes available, from 3 points to 216 points. What you need to know that is not all the point sizes you can choose from. They will usually do the trick, but if you need one that isn't on the list just type it into the small box above the list of fonts. Decimal points may be used to indicate fractions of points if desired. Or you may even specify the size in inches (or centimeters). If you want a 1/2 inch high font, simply type in ".5 in" (after deleting what was already there) and the system will accommodate you. It is also possible to specify fonts which are stretched vertically or horizontally using this requester. By specifying a single number you are telling the system that you want a font that is the specified height -- the width of the font will remain in proportion to that height. By entering two numbers you can tell the system that you want to modify the proportions of the font. By entering "15,10 pt", for example, you would be telling the system to give you a 10 point font which has been stretched horizontally by 50%. Note that this does not mean that the characters will be 15 points wide -- just that they will be 50% wider than they were originally designed to be.


Typeface: CS Times
Style: Normal
Point: 12 pt

We also talked about leading. To adjust the leading value select "Line/Char Spacing" from the "Format" menu. Another requester will pop up. On the top and toward the middle of the requester is a set of gadgets to adjust the space between characters. We'll cover that later in this article. On the left side of the requester is what we are looking for -- a set of gadgets to adjust the leading value. It can be adjusted by clicking on the up or down arrows to increment the leading value in either direction or the desired value can simply be typed in. Decimal points can be used for fractions of points and negative leading values are OK here as well. One last thing -- be sure to select either auto line spacing or fixed leading per our earlier discussion.


0 pt
● Auto Line Spacing
☐ Fixed Leading

Putting Text On The Page

Once the selection is complete, click on the OK button and begin typing. That's all there is to it. The way we started this operation is by clicking our "Text Tool" on an empty portion of the document. Entering text in this manner is one of two ways to get text in PageStream. Normally this method will be used sparingly for a couple of reasons. First, this method does not provide for importing text from another source. And second, typing text directly on the screen does not allow for such niceties as automatic word wrap. But there are good points as well and it can be very useful for things like titles. The major advantage provided by this function is its infinite text scaling capability. Once the text is typed onto the screen, the "Object Tool" can be selected. At the four corners and four sides of the text objectwill be little grab points. Those points can be dragged as any standard Amiga sizing gadget. Doing so will automatically scale the text to fit the size of the new box. This makes getting a font the exact size you want it for a special purpose a breeze. The other advantage provided by this method is related to text run-around. In PageStream any object can be designated to have text run around it. But text which has been placed on the page in this manner will be un-affected by text run-around.

So, if this method is only used occasionally, how is text normally handled? Normally, text is entered into a column -- and the "Column Tool" is used to create that column. The "Column Tool" is the second gadget from the top on the left side of the toolbox. You select this gadget, click once where you want the upper left corner to be, and click once more where you want the lower right corner to be. Then select the "Text Tool" and click somewhere inside the column. Now you are ready to enter text as before (but this time with word wrap provided), or to import text from a word processor. Sizing a column will not change the size of the text but will simply cause the text to re-flow within the confines of the new column size.

Kerning and Character Spacing

OK. There's just one more thing I want to cover this month and then I'll be through. We've already talked about leading (line spacing). We probably also need to talk about character spacing. And the first concept I need to attempt to explain is "kerning". Kerning is not synonymous with character spacing but it does affect it. Everyone knows what a proportional font is. With proportional fonts the space allotted to each character will vary according to the width of the character itself. But kerning goes one step further. Kerning allows portions of characters to overlap one another. This will normally result in text which is more legible -- particularly at large point sizes. There are a set of "kerning pairs" defined in many fonts that tell PageStream which characters to overlap and by how much. To kern a section of text, simply select the text to be kerned using one of the methods described above (either highlight the text with the "Text Tool" or select the block of text with the "Object Tool") and then select "Batch Kern" from the "Text" menu.

But there are certain instances where kerning will not provide the necessary adjustment. For example, if I were to place two different sized characters side by side the space between them might make the text difficult to read. In that instance I can use character spacing to adjust things. Just by highlighting the characters I wish to adjust and using the same "Line/Char Spacing" requester described above, I can move the selected characters as close (or as far apart) as I desire. Like everything else, this effect can be applied to an entire block of text if desired.

I think that's about all I have to say for this month. Next month we will conclude our discussion of handling text in PageStream. ❑

Computer Animated 3-D Stereoscopic Statistical Data Analysis

by Rick Bilonick

As you are probably aware, rotation of data clouds is all the rage in statistical graphics. (What? No idea what a "data cloud" is?) A data cloud is any set of data where each observation has at least three coordinates. For example, if you had a sample of automobiles, each auto would have a weight in pounds, an average fuel efficiency in miles per gallon, and a price when new in dollars. You probably have seen two dimensional "scatterplots" where one coordinate (or variable) is plotted against a second variable. For example, you could plot weight on the "x" or horizontal axis and the fuel efficiency on the "y" or vertical axis. This would show you the relationship between the weight of the automobile and the number of miles per gallon (mpg) the car gets on the highway. In all likelihood, as the weight increases, the mpg decreases. A similar three dimensional "scatterplot" can be made if a third variable, like the car's price, is added. Drawing such a 3-D scatterplot with its data cloud usually requires the help of a computer.

The computer is essential if the 3-D point cloud is to be rotated to allow the data to be viewed from any angle. This ability has been added to many of the current programs used in the statistical analysis of data. As in the 2-D scatterplot, the object is to find unusual patterns and structures in the 3-D data cloud. For example, there might be an unusual group of cars (or maybe just one or two cars) that are very heavy but still get good gasoline mileage. If this were discovered, it might be important to try to find a reason to explain how such heavy cars with good mileage differ from the rest of the heavier cars. If a fourth variable is available, such as an indicator for where the car was designed (e.g. "N" for North America, "E" for Europe and "J" for Japan), point colors could be used to display the additional information. Possibly, the heavier cars with good mileage are all the same color, indicating something about where they were designed.

The trouble with displaying three dimensional data clouds is that the display tubes are flat, so that the 3-D image must be projected into two dimensions. The depth which represents the third variable is lost. To partially make up for this, most programs allow the data cloud to be rotated in any direction. If the software can quickly rotate the data, an illusion of depth can be achieved which will help in detecting interesting 3-D patterns and structures.

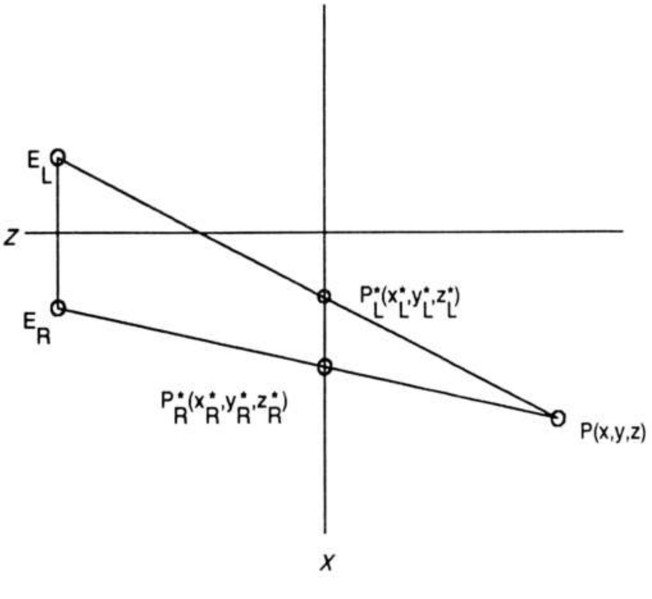
Unfortunately, rotation, no matter how quick, gives only a poor illusion of depth. Even rotation requires a fairly hefty computer it the rotation is to be fast. True 3-D images are possible, but often requiring very expensive computers and monitors.

This is where the Amiga comes to the rescue. I had always been interested in stereoscopic pictures. Not long after I bought my first Amiga (a 500), I purchased the XSpecs 3-D glasses. Not longafter getting the glasses, I realized that they would provide a very inexpensive - yet effective - way to do stereoscopic data cloud rotation. I called Haitex, the manufacturers of the glasses and Amiga interface and they sent me a driver for the glasses. The driver was in Modula-2, so I also bought the Benchmark Modula-2 compiler by Avant-Garde and proceeded to learn Modula-2. I figured it was much easier to learn Modula-2 than to try to translate the driver (which uses complex interrupt coding) to C. The program I created for 3-D stereoscopic data analysis is called StereoStats.

Figures 1 and 2 describe how the stereoscopic projection works for a single point. All the data, the coordinate axes, and the cube encompassing the data cloud, have to be projected from the 3-D space onto two 2-D planes, one for each eye. The data, axes, and cube are then rotated (as desired by the person viewing the data), and then the projection must be repeated. The Amiga's video hardware then displays each eye's view every other 1/60 of a second. The left and right views are alternated and synchronized with the liquid crystal display (LCD) glasses. When the left view is displayed on the monitor, the left opening of the glasses is clear and the right opening is opaque, and vice versa.

As the number of data points and displayed colors increases, the time required to compute all the projections and paint the required bitmaps increases. (If only four colors are used, two bitmaps are required for each eye.) A point is reached where the views are still being painted as they are displayed - which leads to a lot of screen flickering when the data cloud is rotated. To prevent this flick-

Figure 1. Stereographic Projection onto Z = 0



ering and to produce a smooth animation, I used double-buffering techniques. Four views were created - two for each eye. The data was rotated and the views were painted into undisplayed buffers. When the painting was finished, the newly created views are displayed and the previously displayed views are cleared and made ready to be painted. The basic algorithm for StereoStats is shown below:

1. Input and scale the 4-D data. Assign colors to the fourth variable.

2. Construct 2-D projections for each eye in undisplayed buffers.

3. Switch from currently displayed buffers to newly painted buffers.

4. Rotate the data cloud, axes and cube.

5. Repeat steps 2 - 5.

Figure 2 illustrates how the brain creates the illusion of depth as it combines the left and right images. The effective frame rate is 30 frames per second - just enough to produce an almost flicker free stereoscopic image. (There is very little noticeable flicker.) 60 frames per second is ideal, but just the monitorsrequired are in the $10,000 price range.

StereoStats will run on any Amiga computer - 500, 1000, 2000, 2500 and 3000. It has pull down menus to help control a number of options (for example, whether you want the axes and data cube displayed). The mouse is used to control the rotation. By moving the mouse to the various screen areas shown in Figure 3 and holding down the left mouse button, the data cloud rotation is easily controlled. Figure 3 also shows which keys can be used to control how large the point cloud appears, and where the point cloud appears (e.g. inside or outside of the monitor).

StereoStats can display flat 3-D rotations and gives a choice for stereoscopic displays - either XSpecs glasses can be used or red/blue glasses. I will be demoing StereoStats at the September PCG meeting on the large projection display unit in the auditorium - so bring your red/blue glasses to the meeting! I'll also have two pair of LCD glasses available for viewing on a regular monitor. I recently demoed StereoStats at the Joint Statistical Meetings which were held in Atlanta. A lot of the statisticians at the meeting were impressed with the quality of the 3-D stereoscopic images and the speed of the rotation possible with a 25 MHz Amiga 3000. ❑

Figure 2. The Brain Fuses the Two Images into 3D Reality

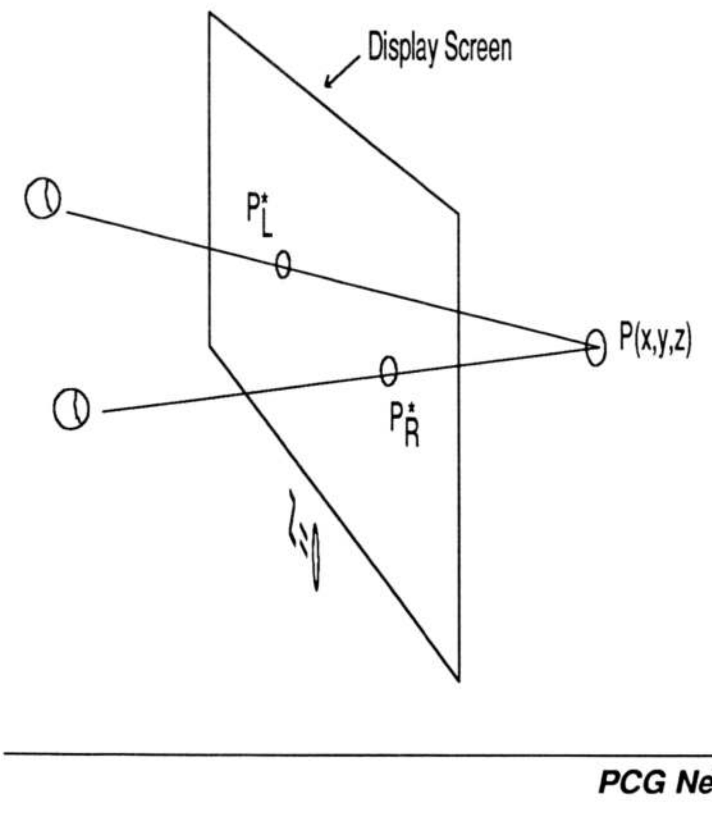
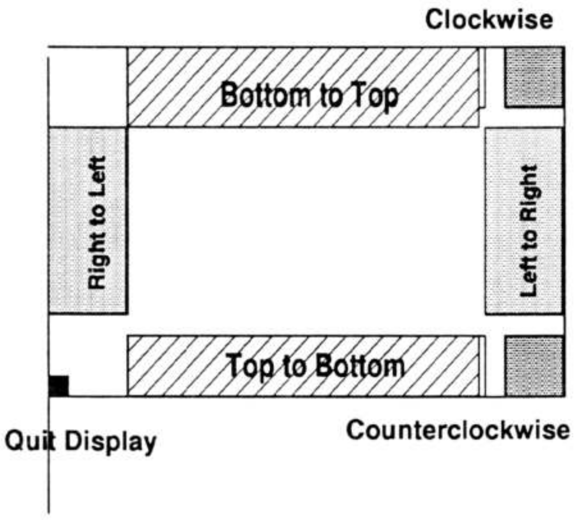


Figure 3. StereoStats Control



Keyboard:

e - expand display **i - display in**
s - shrink display **o - display out**

Internetworking with TCP/IP on the Amiga

by Ed Berger

History

During the 1970s, as computers became more wide spread across the country, the Defense Advanced Research Projects Agency (DARPA) funded research into creating a national network for researchers, that would allow the exchange of electronic mail, file transfer, and remote login to various computers around the country. This led to the development of a non-vendor specific group of communications standards called TCP/IP (Transport Control Protocol, Internet Protocol). These standards allow many machines with very different operating systems, and network hardware to integrate together into a single large network, known as the Internet. TCP/IP works by setting a standard for network data (IP and UDP packets), host and network addressing (IP numbers), and network services (TCP ports). The original Internet, known as the ARPANET, consisted mainly of large research laboratories, and universities, communicating to each other via leased 56Kbps phone lines. Around 1985, the National Science Foundation decided to create a new faster Internet for connecting its Supercomputer centers, so that researchers nationwide could have access to the available computing tools. This developed the NSFnet, which connected the major centers with leased T1 (1.54Mbps phone lines), and promoted the development of "mid-level" networks such as PREPnet. (Pennsylvania Research Educational Partners, a statewide network connecting schools like Duquesne University, Pitt, Carnegie Mellon, Penn State, UPenn, Drexel, and some commercial companies, like USX, Carnegie Group, etc.) Currently the NSFnet is developing into a T3 (45Mbps) network. The Internet has developed into an international network that spans Europe, Australia, and Japan as well as the United States, Mexico, and Canada. Without development of standards such as TCP/IP, this would not be possible.

TCP/IP and the Amiga

For the Amiga, running AmigaOS there are two ways currently available to connect to the Internet. Commodore's AS225 software with the A2065 ethernet card, allows me to connect to the Internet via the Ethernet network already available at work. The other way is via some freely distributable software called KA9q via SLIP (Serial Line Internet Protocol), which allows low cost dynamic connectivity to the Internet via dialup phone lines, similar to a BBS. Unlike a BBS, where you have to call different phone numbers to talk to different systems, once you are part of the Internet, you may send and receive data from any other system that you have authorization to. You can have multiple "sessions" as in terminal windows to several different machines. You can be receiving a file from one machine, sending to another, and reading mail on a third, all by one modem connection, or other network connection like ethernet. There is however a price to be paid for this power, and that is slower performance. ftp (file transfer protocol) across the network is slower than Zmodem on a BBS connected at the same speed. With faster modems becoming available, or faster network connections like Ethernet the speed penalty is not severe, and made up for by increased productivity. The Amiga with its multitasking operating system makes a good match for the multitasking inherent in TCP/IP. I hope to be able to demo SLIP software at one of our upcoming meetings on Telecommunications. ❑

Amiga News

by Rick Bilonick

CommodoreGetting Ready to Announce the 3,000,000th Amiga

The number of Amiga's being sold will soon hit 3,000,000. This includes CDTV units which include the Amiga chip set. The Power-Up Program for Amiga 3000's has been extended yet again to the end of September. The waiting period for Amiga 3000's (all models except the 100mb drive model) is reportedly as much as 6 weeks. Commodore decided to extend the Power-Up program because of their inability to produce 3000's fast enough to meet demand.

AmigaDOS 2.0 May Be Available October 1st

Supposedly the delay in releasing the final ROM version of 2.0 is due to the addition of scalable outline font technology to the operating system. Dealers have just received 2.04 on five disks and it includes the outline fonts.

AVID Magazine Now Distributed at Newstands

AVID is the Amiga Video Magazine and is now available at the newsstand. Although I haven't yet seen it in Pittsburgh, I was able to find the July/August 1991 issue on the newsstand in Washington, DC. AVID is published monthly except for July/August and is available by calling 408/252-0508 and using either Mastercard or Visa or writing: AVID Publications, 415-112 N. Mary Avenue #207, Sunnyvale, CA 94086. For $36 you receive both the magazine and the AVID Letter - 12 issues of each, or for $20 you can receive 6 issues of both the magazine and the letter. The July/August issue is 54 pages and has full color fronts and backs with 15,000 copies printed. This issue has many features, including "Beginning Imagine, Part I."

Third Edition of "The AmigaDOS Manual" Published

This edition covers all AmigaDOS versions through 2.04. The second edition contained a little over 300 pages, while the third edition has almost 450 pages. "The AmigaDOS Manual" is published by Bantam and the list price is $24.95. ❑

Amiga SIG News

by Rick Bilonick

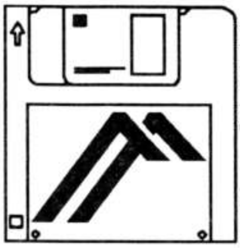
The September Amiga SIG meeting will start with a demo of StereoStats, a program I wrote for a presentation at the Joint Statistical Meetings in Atlanta this past August. If you have red/blue 3-D glasses, please bring them. StereoStats produces animated 3-D images using both LCD glasses (like the XSpecs glasses) and inexpensive red/blue glasses. We're going to see how well this works using the large screen projector in the auditorium. For details on StereoStats, please see the article elsewhere in this issue.

In addition to StereoStats, there will also be a number of animation videos to see. In fact, we have far too many to see at one meeting. We have the second AmigaWorld Animation video as well as several other non-Amiga animation videos.

See you at the September 15th meeting! ❑

The Amiga Librarian

by Neal Kushner



This month I hope to have the updated lists of disks we have in the library and an update to our catalogue disk. There will also be video tapes to rent. Look for details at the meeting. THIS IS A PLEA FOR DISKS OF PD OR DEMOS. If you have any demo disks or pd disks please help us share them with other members. Thanks. So until the meeting, see you.

We are still trying to complete our Fred Fish library. We have all the disks from 1 to 403 except 232-233, 254, 333-335, 338-341, 344, 347-349, 351-372, 374-376, 378, 380-381, 384-386, 390, 392, 394-395, 397, 399-401. If you can help us fill in the blank spots in our collection we will reward you with a disk of ours for a disk of yours. Thanks!

PRICES THIS MONTH FOR MEMBERS WITH CARD

Amiga disk of the month $3 1st, $2 2nd.

3 1/2" blank Sony disks DSDD $.80ea

If you know what you want, please call and leave an order at 828-3505 between 6pm and 9pm or a leave a message on the PCGBBS to Neal Kushner by the Friday before the meeting at midnight. This will greatly help speed up your delivery.

Your Humble Amiga Librarian,

Neal R Kushner ❑

TurboText

A new text editing powerhouse from Oxxi

by Bill Raecke

Reprinted with the permission of Metroplex Commodore Computer Club

If you do any editing of text files on your system, you will likely soon tire of using the two text editors that are supplied with your system. Most of you probably already have. ED is the simpler of the two text editors supplied, but it suffers from having a totally Intuition-free interface. What happened to the pull-down menus, the gadgets, all the stuff that makes an Amiga an Amiga? MEmacs is a more powerful editor -- and it adds menus and some of the standard Amiga features. But it too has some major shortcomings. Even something as simple and basic as a file requester has been omitted.

So, if you don't get a good editor with the system, where do you go? There is always the MCCC library and bulletin board. There are many nice text editors available there. But for the top of the line, you need to go to the commercial products. Until now, there have been just two available (that I am aware of). TxEd is the veteran. It is the editor I have been using in my system for years now. But TxEd is no longer being marketed and it is in need of some additional features. That leaves Cygnus Ed. Cygnus Ed offers some terrific features and has undoubtedly been the editor of choice in recent years. Its only real drawback is that it didn't offer ENOUGH new features to make it worth the rather hefty price to someone like me who already had an adequate, if limited, editor in TxEd.

Then along came TurboText. I heard about TurboText for the first time though a mailing which was sent out to all registered owners of TxEd. In the mailing was a flyer for the new product and a letter from the author of TxEd stating that he would no longer be marketing his product and that he thought that TurboText would be a terrific upgrade. To make the deal sweeter, Oxxi offered an upgrade from TxEd to TurboText for just $54.95 (including shipping) if you purchased it prior to release. Since I was becoming more and more dissatisfied with the things I was unable to do in TxEd and since the price was a better deal than I was likely to come across elsewhere, I decided to take a chance on an unseen product and spring for it. Everyone needs to live dangerously once in a while. To make a long story short, the investment was well worth it.

What You Get

TurboText comes on a single, unprotected disk. On the disk are the program and a lot of support files. More on those later. Along with the disk is a nice, spiral-ring manual about 3/4 of an inch thick. The first page of the manual is a tear-out, quick-reference card containing all the standard keyboard commands. The second page is the registration card. The rest of the manual is divided into twelve chapters, five appendices, a glossary, and an index. The manual is well laid out. There is no tutorial as such, but if you follow the manual through it leads you quickly through all thefeatures in a logical fashion. And the arrangement of the material is such that the manual also serves as an excellent reference guide.

Installing the program is no problem. If you have a floppy-based system, the program will run just fine from a copy of the TurboText program disk. The only installation required in that case are the supplied ARexx programs which should be installed in the system ARexx: drawer. ARexx is NOT a requirement for TurboText but TurboText has a very powerful ARexx interface which makes it an even more flexible tool. Installation on a hard drive is painless. Complete instructions are provided on how to proceed under either AmigaDOS 1.3 or 2.0. The only complication is that TurboText needs an "assign" in order to find its support files. Under AmigaDOS 2.0 this "assign" is performed automatically. For those using AmigaDOS 1.3 the "assign" should be added to the startup-sequence. For the uninitiated, complete instructions are provided on adding the "assign" command to your startup-sequence.

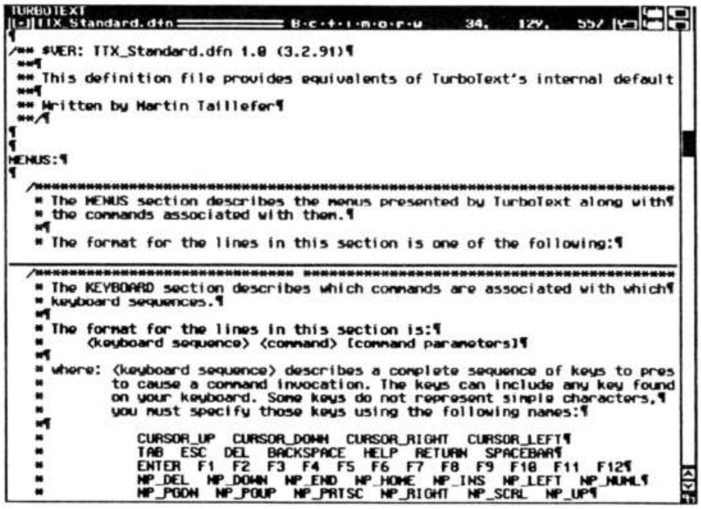
Now -- how to tell you about TurboText. This is somewhat of a dilemma. If I try to cover all the features of this editor, we will soon run out of space in the newsletter. What I'm going to have to do is to cover the points that most impressed me about the program. These may not be the same points that would impress others and it will by no means be a comprehensive list -- but since I'm writing the article I get to pick what I write about.

The Basics

Any number of documents can be opened at the same time. Documents can be any size. Each document resides in its own window. Cutting and pasting between documents is fully supported. The program will only run once. Even if you forget and execute it a second time, it will detect that it is already running and will simply pop the original copy to the front (with the new document opened in a new window if a new document was specified when it was run) thus saving memory. TurboText can run in a hidden mode waiting to be activated via hot-key for instant access if desired.

Document Handling

TurboText maintains two positions in every document. By pressing the Right_Amiga-T combination (by default) you can swap between those two positions. This is invaluable when programming when you want to be sure that the variable names you are using are the correct ones. As an option, you can split the view and see both positions simultaneously. When you do this, a narrow horizontal bar appears in the middle of the window. The bar can be pulled up or down with the mouse (or a keyboard equivalent) to enlarge one view while shrinking the other. Either view may be modified.



```
¶
/** $VER: TTX_Standard.dfn 1.0 (3.2.91)¶
 **¶
 ** This definition file provides equivalents of TurboText's internal default
 **¶
 ** Written by Martin Taillefer¶
 **/¶
¶
¶
MENUS:¶
¶
  /*************************************************************************
   * The MENUS section describes the menus presented by TurboText along with¶
   * the commands associated with them.¶
   *¶
   * The format for the lines in this section is one of the following:¶
```

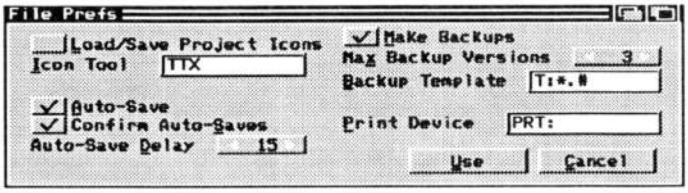
```
  /*************************************************************************
   * The KEYBOARD section describes which commands are associated with which¶
   * keyboard sequences.¶
   *¶
   * The format for the lines in this section is:¶
   *      <keyboard sequence> <command> [command parameters]¶
   *¶
   * where: <keyboard sequence> describes a complete sequence of keys to pres
   *        to cause a command invocation. The keys can include any key found
   *        on your keyboard. Some keys do not represent simple characters,¶
   *        you must specify those keys using the following names:¶
   *¶
   *            CURSOR_UP  CURSOR_DOWN  CURSOR_RIGHT  CURSOR_LEFT¶
   *            TAB  ESC  DEL  BACKSPACE  HELP  RETURN  SPACEBAR¶
   *            ENTER  F1  F2  F3  F4  F5  F6  F7  F8  F9  F10  F11  F12¶
   *            NP_DEL  NP_DOWN  NP_END  NP_HOME  NP_INS  NP_LEFT  NP_NUML¶
   *            NP_PGDN  NP_PGUP  NP_PRTSC  NP_RIGHT  NP_SCRL  NP_UP¶
```

Of course the normal cut/paste operations are supported -- and even cutting/pasting a vertical column is allowed. But there are a couple of other neat editing features as well. Did you ever have a block of text that needed to be moved to the left or right? In TurboText, simply highlight the block and use the CTRL-cursor key combination to move the entire block in either direction. And even more powerful still is the "Folds" function. "Folding text" refers to the process of not displaying portions of the text to makeworking with the document easier. For instance, if you are working on a program and you know that your subroutines are working properly, you might want to "fold" them so that only the names of the subroutines were visible. That way there is not as much to clutter up the screen. Folds can be unfolded at any time (they affect the display, not the document itself). Nested folds are allowed. And if you have TurboText set up so that icons are saved along with files, the fold information is saved in the icon and automatically activated the next time you call up that document so that the next time you edit your document it looks just as it did the last time. Pretty powerful and useful stuff.

TurboText supports macros as well. You can load a previously saved macro, of course (macros are all individual files), but the most powerful way to use them is to create them on the fly. Turn on "Record Macro" and do whatever it is you need to do. Then "Stop Recording" and "Play Macro" as many times as you need to. There is even a "Play Many" function where you specify how many times to play the macro (a value of 0 indicates to do until an error occurs i.e. the end of the file). Then, if you think you might need that macro again, save it to disk. It is saved as an ASCII file, ready to be turned into an ARexx program if desired.

System Preferences

There are three sets of system preferences that can be set and saved to disk. All are saved as a single file. The first is the "Display Prefs". Here you get to choose what screen to use (Workbench, 2 color, 4 color, 2 color hi-res, or 4-color hi-res), the size of the screen, the font to use, and the colors of the screen. Under "Edit Prefs" there are even more options. Do you want a new line to have the same indentation as the previous line? Should the default be overstrike or insert? Do you want to see tab characters? spaces? end of lines? How many spaces is a tab? There are lots more. And under "File Prefs" you choose whether to save project icons, whether to perform "auto-saves", and whether to maintain backups. Let me say just a little more about those last two options. If you select "auto-save" (as I do), you also specify a delay amount. If you specify 15 minutes, for example, an internal clock will begin ticking the second you make a change to the document. After the 15 minutes have elapsed TurboText will either automatically save the file or will ask if it should (depending, again, on how you specify the option in the "File Prefs"). This could save a lot of work when time gets away from you and you experience that power failure. The "backup" option deals with whether a copy of the previous version(s) of the document are maintained when it is saved. You tell TurboText where to put the backups, what to name them, and (if numbered) how many backup versions to maintain. Once all your preferences are set, you can save them to disk under the filename of your choice (to be loaded back in when you need them) or you can save them as the defaults to be used every time TurboText is run. What this means is that you can have multiple sets of preferences which can be invoked for different purposes.



☐ Load/Save Project Icons
Icon Tool TTX
☑ Auto-Save
☑ Confirm Auto-Saves
Auto-Save Delay 15
☑ Make Backups
Max Backup Versions 3
Backup Template T:*.#
Print Device PRT:

Program Configuration

While we're on the subject of preferences, I need to talk about other configurable items. Namely the menu structure and keyboard. Everything is totally configurable. TurboText comes with a set of defaults built in, but if you want to change any of those defaults you have total control. This can be done a couple of different ways. Either you can replace the entire existing configuration or you can add to it. And just as you can do with the other system preferences, you can load a particular configuration when needed from a named file on a disk, or you can specify a default configuration to be used each time the program is run. Remember earlier when I made mention of the support files supplied on the disk? Most of them are configuration files set up so that you can emulate other text editors or word processors. If you want it to look and act like TxEd, it's easy. Likewise Cygnus Ed. Or WordStar. The configuration files are simply ASCII text files that can be edited right in TurboText.

But I need to slow down a bit here and go into the configuration files in more detail. There are actually a number of different sections in a configuration file -- and any given configuration file can consist of just one or all of these sections. Each section included in a configuration file can be set up to replace previous definitions for the section or add to existing definitions. The first section, as mentioned above, is the "menu" section. You may have any number of menus, any number of items (limited by screen size), and even sub-items. And in the menu definition you can also define a keyboard equivalent if desired. These will always be combinations of the Right Amiga key and some other character. Oxxi has also allowed for the addition of a "bar" in a menu. This is just a simple separator -- but it can sure aid in legibility when used to divide a menu into sections. The next section is the "keyboard" section. Here you can specify a set of keys which will cause a specific action. Modifiers include the SHIFT, ALT, CTRL, NUM_PAD, LEFT_AMIGA and others. The next section is the "hot-key" section. These are typically combinations of three characters (i.e. CTRL- ALT-W) which will be acted on by TurboText regardless of what application is active at the time. In other words, you could be in the CLI, hit the correct combination, and have TurboText pop to the front. The next section is the "mouse" definition. That's right -- you can even program your mouse. Of course the right mouse button and the left mouse button already have system definitions that cannot be overridden. But it is possible to assign a special purpose to holding down the left button and clicking the right button, for example. For users of AmigaDOS 2.0, you can even program special uses for the middle mouse button, either singly or in combination with another button.

Now we come to some even more powerful sections. There is a "dictionary" section. This can come in handy for programming. If you typically program in C, for instance, you can define all the standard functions in the "dictionary". TurboText can then correct the case automatically as you enter your program and can even help you correct your mis-spelled commands. The next section is a "template" section. TurboText can put a template into your document just based on a single word. Type the word, press the template key (F2 by default) and a template will be entered intothe document ready to be filled in. Another nice feature for programmers. To make things easier, configuration files containing "definition" and "template" sections are included for all the major programming languages including C, ADA, Assembler, COBOL and Modula 2. Next is the "text_strings" section. This is where all the text strings used by TurboText in requesters and in error messages can be defined. This section can be used to convert TurboText to another language or simply to change something so it makes more sense to you. Finally, there is the "links" section. This is where you can specify other configuration files to be used in addition to the current one.

The Possibilities

Well, we've talked about defining the menus, keyboards and the like. What can you define it to do? There are over 140 built in functions that can be executed via menu or keyboard. And to make things even more powerful, any menu item or keyboard combination can be used to launch an ARexx script. That script can then perform any series of commands, and, as with any ARexx script, that command can be an command internal to the initiating program, an ARexx command, a system command, or a command understood by any other program in your system. The possibilities are unlimited. As an example, let me show you a small ARexx script I wrote to perform a function not included in TurboText. I find it handy to be able to repeat a given line and then change it. And I like to be able to do that in one operation rather than by using the copy and then the paste function. The function will repeat a block or text I mark or any single line that the cursor is on -- and it will repeat it any number of times. This is my "RepeatBlk.ttx" script.

```
OPTIONS RESULTS

SetDisplayLock ON

GetCursorPos
PARSE VAR RESULT cursorLine cursorColumn .

GetBlkInfo
PARSE VAR RESULT blockActive verticalBlock blockLine
blockColumn .

/* Determine if we will repeat a block or just a single line
*/
IF BlockActive ~= "ON" THEN DO
/* If a block is not active we must mark the line as a block
*/
MoveSOL
MarkBlk
MoveDown
END

CopyBlk
/* The next line brings up a requester for a numeric value
*/
RequestNum "Repeat How Many Times?"
IF RC ~= 0 THEN QUIT
iterate = RESULT
DO x = 1 to iteratePasteClip
END

SetDisplayLock OFF
Move cursorLine cursorColumn
```

Simple, right? Simple, yet very powerful.

The Verdict

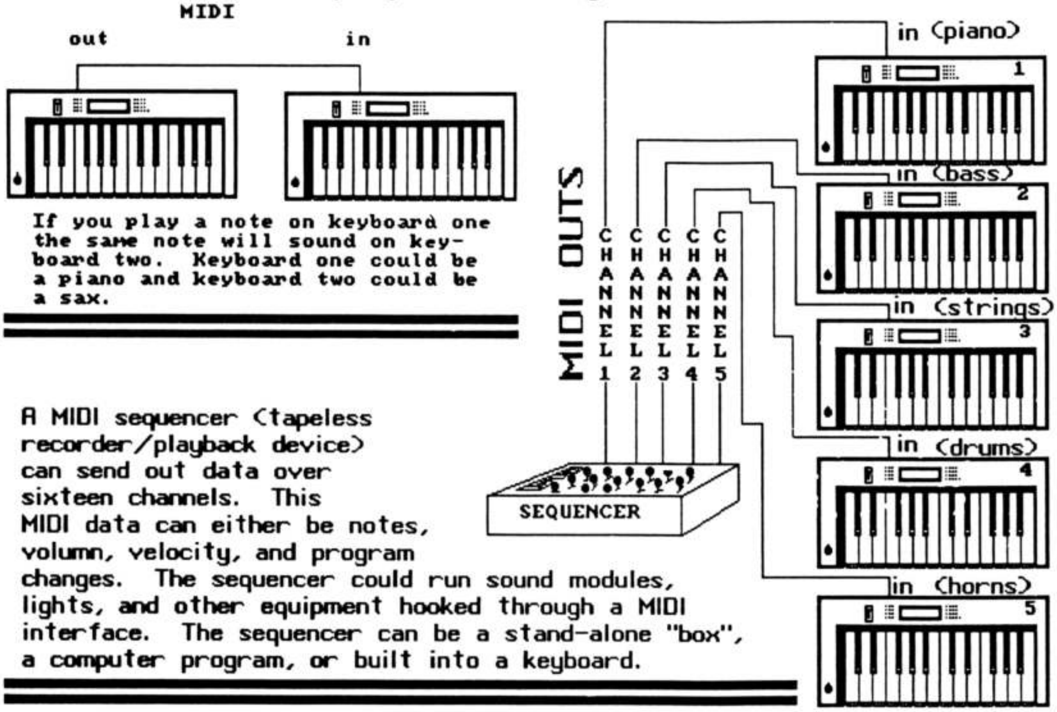
I'm impressed. And I haven't even mentioned some of the things that impress me. Like the HEX Editor. Or the bookmark feature. Or the ability to execute an ARexx program even if it's not tied to a menu or the keyboard. Or the case conversion. Or... I said I had to stop before I filled up the newsletter. Now's the time. So far, I've only found one thing that was left out -- the ability to Search/Replace HEX strings or characters. Of course that's something that can be added via ARexx, but I think that's a basic enough need that it should have been included. Maybe it's there and I haven't figured out how to use it. Anyway, one complaint on a brand new, powerful program like this is pretty good. It's been performing flawlessly. I can't recommend this one highly enough. On a scale of one to ten -- it's a ten. If you're in the market for a top-notch text editor, look no further than TurboText. ❑

THE LAST BYTE

David F. James

Hello everyone! I hope you are all feeling great and having a nice day! I am sure you are enjoying a great summer.

This month's subject will be **MIDI** (**M**usical **I**nstrument **D**igital **I**nterface). As you have probably figured out by now, MIDI is used in the music world. MIDI was developed between the years of 1981- 1983 by electronic instrument manufacturers. These manufacturers wanted a musician to be able to connect two or more electronic keyboards or tone-generators together and have one keyboard play the other. This would mean that by playing a C note on the main electronic keyboard (synthesizer) a C note would play on any keyboard or tone-generator hooked up to it. Thus, a musician with multiple synthesizers could sound like a whole orchestra!. Like computers, you do not have to know all there is about MIDI to use it. All you need: a couple of MIDI instruments and MIDI cables.



If you play a note on keyboard one the same note will sound on keyboard two. Keyboard one could be a piano and keyboard two could be a sax.

A MIDI sequencer (tapeless recorder/playback device) can send out data over sixteen channels. This MIDI data can either be notes, volumn, velocity, and program changes. The sequencer could run sound modules, lights, and other equipment hooked through a MIDI interface. The sequencer can be a stand-alone "box", a computer program, or built into a keyboard.

MIDI is not a hardware device mysteriously residing in the innards of a computer such as an Amiga. MIDI is actually a communications protocol. (When you buy a modem to communicate to a friend or service you use a protocol so your messages do not get garbled.) MIDI is a way of sending data from one instrument or computer to another. All MIDI data is digital. This digital information is sent at a fixed baud rate of 31,250 bits per second. (31.25 kilobaud).

MIDI transmits two types of data - channel and system. Channel information deals with the actual musical notes and the way they are played. System deals with the operating systems of your instrument.

MIDI allows you to assign up to sixteen different channels to be used to send data. This means a person could have sixteen different synthesizers hooked together via MIDI cables and have only the synthesizers he wanted to play, play. For instance, if you sent the MIDI notes out on channel 15 the only instrument that would play these notes is the one set up to play on channel 15.

Now you say, what does all this have to do with Commodore computers? You can buy MIDI interfaces for the C-64, C-128, or any of the Amiga computers. Using the right software and a MIDI interface you can control MIDI keyboards, tone-generators (keyboardless synthesizers), light systems, sequencers (data recorders), drum machines, samplers, effect devices, recorders, mixing boards, and many things yet to be invented. Many of the multimedia programs designed for the Amiga now have MIDI programmed in them. The new Commodore CDTV has built in MIDI jacks so you don't have to buy an interface.

As an electronic musician I find MIDI extremely useful. I have two keyboards (KORG M-1 and CASIO CZ-1) which are hooked up via MIDI cables. This enables me to play both keyboards (each with a different sound - one a piano the other strings) while physically only playing one! I also use an eight-track sequencer (tapeless digital recorder) to record and playback my music. I save these sequences to to disk on my C-64 (this is the only computer I have a MIDI interface for). By doing this I can write a song, store it on disk, then use the sequencer to write another song. Any time I want the first song back I simply load it back from disk.

I hope this article gives you an insight to the wonderful world of MIDI. I know there are some members of our club who are musicians and use MIDI instruments. If you need to know more about MIDI see me at the next meeting.

CAPTAIN K -THE GAMEMASTER

Captain K says to type "JAMMMM" during the introduction of **Batman - The Movie** to see the words "Cheat mode on". Hitting F10 will skip to the next scene.

Those of you that have **STRIDER** can pause the game by pressing F9. After doing this hold **HELP, LEFT SHIFT, 1** key on main keyboard down at the same time. Let go and hit F10. Now pressing 1 - 5 warps you to levels 1 - 5. F1 - F4 will warp to part 1 through 4 of current level (your strength is also renewed).

KING RAT - THE GAMEMASTER

When playing OBITUS use the heavy key where you started for a new look. If you own a rope and make Marlak disappear you can go deeper still. Don't forget to take something blue with you.

Keep computing and have a nice day!❏

...Continued from Page 1

a note on or note off message shrinks with a higher PPQ. Unfortunately, the number of significant digits to mark a note on or note off message in the computer rises with a higher PPQ and therefore occupies more memory. Other musically useful features take up more memory such as storing the velocity of the notes. A single note requires three numbers: a start time, a stop time, and a velocity. Complex events such as pitch bend, where the synthesizer samples the position of the pitch bend wheel and relays it through MIDI, can easily take up several kilobytes.

A number of computer programs have spawned as a result of MIDI such as the sequencer and the patch editor/librarian. A sequencer is a program that can record incoming MIDI information, store and manipulate it. The sequencer gets its name from the fact that you are working with a sequence of musical events. Just as word processors store which keys on an alphanumeric keyboard were pressed, sequencers store what keys on a musical keyboard were pressed. However, sequencers have more information to store about these events. Sequencers record how long the key was held(duration), how hard it was pressed (velocity), and also keep time even if nothing is being pressed. Keep in mind that keyboards are not the only existing MIDI input devices. "MIDIed" saxophones, guitars, violins, and other devices can be used for this purpose. There are even devices that can "listen" to a singer and produce MIDI information that follows the pitch. A sequencer can even recieve information from another sequencer!

There are two basic ways to use a sequencer: record a performance straight through or record pieces and arrange them into a song. Recording straight through is like using the computer as a tape recorder. The real power in sequencers is the ability to arrange small pieces of music into bigger compositions. A combination of the above methods is often used - many musicians play a piece into the computer and cut it into smaller sections. Some of these sections can be copied many times throughout the piece and some of them can be discarded. Wrong notes can be removed and the tempo can be changed. The resulting information from the sequencer program can also be used by a notation program which will print out sheet music.

The MIDI interface can transmit or recieve on 16 different channels. With this capability, 16 synthesizers can be controlled with one computer. Many synthesizers are multi-timbral which means that they can play more than one sound simultaneously. Employing MIDI Mono mode, these synthesizers can act like they are more than one synthesizer; in fact, if 16 oscillators or "voices" are available, one synthesizer can respond to 16 different channels each with a different sound at the same time. The limitation to 16 channels is avoided by providing multiple outputs on some computer interfaces. Each output can control a system of 16 channels and the computer controls all of the outputs. Do not confuse tracks with channels. The term tracks only refers to the arbitrary number of spaces for sequences in a sequencer program; the number of channels is MIDI hardware based.

The other type of software mentioned was the patch editor/librarian. Patch is a word for a certain synthesized sound. Long ago, sounds were made by "patching" several electronic devices such as oscillators and filters together with cables. Modern synthesizers store sounds as a set of parameters which specify the basic waveform, the envelope, and other data. The librarian program can receive and transmit patch data over MIDI. This information can be stored on a disk at a low cost. Most synthesizers use expensive battery backed RAM cards, although a growing number have their own disk drive. An even more significant advantage to storing sounds on a computer is the ability to edit them on-screen. This is much easier than punching nine million parameters into a small set of buttons.

Other applications for MIDI include controlling stage lights and audio mixers. Sequencers often have several other functions. Key mapping, making a keyboard key trigger a different note or event, can be easily implemented with software. Signals from any device in the MIDI system can be re-assigned to trigger any other device. One could map a key to trigger certain lights and another to play a musical phrase. Combining this hardware and software leads to nearly unlimited live performance possibilities.(At the meeting, I will be demonstrating Music-X, a sequencing program, and C-ZAR, and sound editor/librarian.) ❑

Who Uses Amigas?

by Pete Babic

From the newsletter of the Amiga Addicts Anonymous

NOCOPRO, a local computer store in Willoughby, Ohio, put together an interesting advertisement listing how the Amiga is used in business. Here it is:

Lucasfilms Graphic Co. uses the Amiga for all preproduction work.

The Los Angeles Airport uses it for an information Kiosk.

Disney World uses hundreds of them for controlling animated displays.

Over 800 cable television stations use Amigas for the Preview Channel, video-titling, genlock and production work. (the largest market share.)

CNN Weather is done entirely on the Amiga along with many local weather broadcasts.

Entertainers such as B. B. King, Milli Vanilli, and Frank Zappa find it invaluable.

Wyse Advertising uses them for page layout/brochure creation.

The Houston Police Department uses them to produce training videos.

Joe Robbie Stadium's animated scoreboard in Miami is run by Amiga computers. [as is the Maverick's scoreboard at Reunion Arena in Dallas ...ed]

Robocop II's special effects were done on an Amiga.

The French government uses them for driving simulators.

The Lynx game system's software is developed on the Amiga.

They are used abundantly by Ohio State University, Harvard, MIT, and UCLA, to name a few...

Atlanta's presentation to the National Olympic Committee was done using an Amiga. (An IBM PS/2, NEXt, or MacIntosh couldn't handle it.)

Universal Studios creates display graphics and animation in video with it.

The Province of Alberta, Government Telephone System uses 600 of them in coordinating their telephone system.

Strategic Defense Organization headquarters uses them for missile attack/defense simulation.

UCLA School of Medicine uses them to study human body motion, and also to combine different imaging technologies into a comprehensive view of the human brain.

Smith-Kettlewel Eye Research Institute in San Francisco uses Amigas in researching vision, vision equipment, and vision testing.

The Atomic Energy Commission uses them as intelligent front ends to Cray Supercomputers.

Used by NBC for Amazing Stories' opening scene graphics; used by ABC for background graphics for Max Headroom.

Used by Apple Computer (Yes, Apple Computer!) with the Imprint 35mm slide system for in-house presentation to corporate executives. ❑

Pittsburgh Commodore Group
P.O. BOX 16126
Pittsburgh, PA 15242

An Organization whose purpose is to foster the understanding and enjoyment of personal computers.

PITTSBURGH, PA
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1991
152

[redacted]

Suffering from the computer confusion blues? ***PCG*** can be just the prescription you need. No question is too simple or too complex for the collective resources of the hundreds of Commodore users comprising the Pittsburgh Commodore Group, the largest user group in the area. ***PCG*** supports the Commodore user with specialized discussion groups addressing your interests, monthly "hands-on" meetings for face-to-face idea sharing, an association store offering bargain prices on instructive books, disks, and many other useful items, and a Public Domain software library of thousands of programs. It's the beginning of the end of the computer blues when you join the ***PCG***. For more information on the Pittsburgh Commodore Group, call the ***PCG* BBS** at **434-5483**, or contact any Board Member.

We meet on the third Sunday of each month (except July and August) at

DUQUESNE UNIVERSITY
MELLON SCIENCE HALL
DOORS OPEN AT 9:30 AM

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